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ACKLEY et al.(10) **Pub. No.: US 2018/0008897 A1**(43) **Pub. Date: Jan. 11, 2018**(54) **LOCATION-BASED EXPERIENCE WITH
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ABSTRACT

A system for providing an interactive experience for multiple game-players. The experience is provided in a light-controlled setting where the game-players may wear or hold one or more of various toys (e.g., gloves). The system detects and recognizes the toy along with gestures and pointing efforts performed by the game-player and the system generates an effect based on the type of toy and the type of gesture. The system also generates one or more visual targets that are visible to the game-player such as projections, holograms, and displays of one or more of various fantasy virtual adversaries. The generated effects may include any combination of sensory effects including visual, audio, tactile, and smell/taste. The generated effect may be directed based on the pointing efforts of the game-player. The system may then register the effect on the target, if the pointing efforts intersect with the virtual location of the target.

